

2 said display module said symbols that are arranged to establish said multiple wins which share at
3 least one common wild symbol.

1 5. The game machine as described in Claim 1, wherein said display mechanism uses a
2 time interval to change a common wild symbol shared in said winning arrangements to at least one
3 other type of said symbols that established said winning arrangements.

1 6. The game machine as described in Claim 2, wherein:
2 said display mechanism displays said wild symbol in one of said display areas of said
3 display module in a static display, while said symbols in other said display areas of said display
4 module are in a changing display; and
5 said wild symbol is vibrated when said evaluation module determines that said pre-
6 determined combination of symbols are arranged in said multiple winning arrangements.

1 7. The game machine as described in Claim 1, further comprising a selection module that
2 selects a multiplication factor for game points that is pre-determined according to said winning
3 arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is
4 displayed in each of said display areas of said display module where said wild symbol is displayed.

1 8. A method for providing a game program, said method comprising the steps of:
2 providing a display comprising a changing display in which multiple symbols in a static
3 display in multiple display areas of said display are changing constantly to various symbols
4 comprising a wild symbol, said display further comprising said static display in which said symbols
5 in said changing display become static again in said multiple display areas of said display;

determining said symbols in said static display in each of said display areas of said display;

recognizing an arrangement of said symbols in said static display; and

providing a visual display of at least one of:

said arrangement of said symbols by which multiple wins are established in said static display; and

a win line associated with said arrangement of said symbols by which said multiple wins are established,

when a pre-determined combination of said symbols is arranged so that said multiple wins are established by including at least one of said wild symbols.

9. The game machine as described in Claim 2, wherein said display mechanism sequentially displays at least one of:

said multiple winning arrangements of said symbols by which said multiple wins are established; and

said win lines related to said multiple winning arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple winning arrangements of said symbols by which said multiple wins are established.

10. The game machine as described in Claim 2, wherein said display mechanism vibrates in said display module said symbols that are arranged to establish said multiple wins which share at least one common wild symbol.

11. The game machine as described in Claim 3, wherein said display mechanism vibrates

4 displayed in each of said display areas of said display module where said wild symbol is displayed.

1 17. The game machine as described in Claim 5, further comprising a selection module that
2 selects a multiplication factor for game points that is pre-determined according to said winning
3 arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is
4 displayed in each of said display areas of said display module where said wild symbol is displayed.

1 18. A method of providing a game, said method comprising the steps of:
2 providing a display comprising a changing display in which multiple symbols in a static
3 display in multiple display areas of said display are changing constantly to various symbols
4 comprising a wild symbol, said display further comprising said static display in which said symbols
5 in said changing display become static again in said multiple display areas of said display;
6 recognizing an arrangement of said symbols in said static display; and
7 providing a visual display of at least one of:
8 said arrangement of said symbols by which multiple wins are established in said
9 static display; and
10 a win line associated with said arrangement of said symbols by which said multiple
11 wins are established,
12 when a pre-determined combination of said symbols is arranged so that said multiple wins
13 are established by including at least one of said wild symbols.

1 19. The method as described in Claim 8, wherein at least one of: said arrangement of said
2 symbols by which said multiple wins are established and said win line associated with said
3 arrangement of said symbols by which said multiple wins are established are sequentially displayed

